

A METHOD AND SYSTEM FOR TEXTURING

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ABSTRACT

- 5 A method and system for texturing. The texturing system is configured to render surfaces that have an apparent thickness, where the upper layers of the surface are partially transparent and sub-surface details show through the upper layers. Interpolated stepping values provide parallax between various texture layers. The texturing system also provides a texture memory configured to store texture data as a plurality of packets.
- 10 Each packet comprises texture data from at least two texture layers. A texture memory controller is configured to access one or more packets in the texture memory and pass the packets to a texturing engine.

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